

Muzahir Abbas

Interactive Media Developer

Islamabad, Pakistan • +92-3125039952 • Born: 26/12/1996 • Nationality: Pakistan

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Creative Technologist and Interactive Media Developer with a strong foundation in Unreal Engine, 3D graphics, and full-stack web development. Specializes in building AI-driven tools and immersive real-time experiences that bridge the gap between technical innovation and creative vision. Proven ability to architect and deliver high-impact interactive solutions from concept to deployment.

Education

National University of Sciences and Technology (NUST)

09/2015 - 06/2020

Bachelor of Science - BS, Computer Science

Work Experience

Creative Technology Lead (AI & Automation)

04/2024 - Present

Sparke Production — Islamabad, Pakistan

- Spearheaded the integration of AI into 3D pipelines, reducing asset creation time by 40% by developing generative workflows for 2D/3D content.
- Engineered and deployed automated content generation systems for marketing, enhancing social media output consistency and volume by 50%.

Lead Technical Artist & Co-Founder

01/2021 - Present

Sparke Production — Islamabad, Pakistan

- Developed custom shaders, procedural systems, and optimization tools in Unreal Engine, increasing team efficiency by 25% across 5+ real-time cinematic projects.
- Directed technical art teams to integrate complex art and code for high-quality interactive content, including character rigging, animation, and environments.

Unreal 3D Tech Artist

10/2022 - 01/2023

MovingStone Digital — Islamabad, Pakistan

- Contributed to 3 major metaverse projects (Youtopia, AthenX, Kaaba3D) by developing shaders, character rigs, and performing level design in Unreal Engine.
- Focused on performance optimization for real-time environments, ensuring smooth user experiences across target hardware.

3D Tech Artist & Generalist

01/2021 - 04/2021

My Avatar Nation — Pakistan

- Designed and implemented a modular asset pipeline for metaverse avatars and clothing using Blender, Clo3D, and Unreal Engine, managing over 100 unique components.
- Constructed a large-scale, interactive futuristic city environment for a metaverse platform, integrating gaming, shopping, and social functionalities.

Certifications

Epic Games Game Design Professional Certification — Epic Games

Essential Skills in Generative AI for Creatives — Adobe

Generative AI Automation Specialization — Vanderbilt University

Google IT Automation with Python — Google

JavaScript Foundations Professional Certificate — Mozilla

Docker Foundations Professional Certificate — Docker, Inc (2024)

Projects

Interactive Developer Portfolio (React & WebGL)

Developed an immersive portfolio using React and WebGL to showcase advanced frontend capabilities and real-time 3D integration skills.

AthenX - Virtual School (Unreal Engine)

Engineered a complete multiplayer educational game in Unreal Engine, from 3D environment modeling to AWS cloud server deployment.

AI-Powered Cinematographic Shot Generator

Built a full-stack tool using Gemini/GPT and React that automates pre-production planning by converting narrative text into generative shot lists.

Fashion AR - Demo (Unreal Engine)

Created an AR proof-of-concept for virtual garment try-ons, featuring realistic cloth simulation and mobile-optimized shaders in Unreal Engine.

SmartGym - Web Based Virtual Trainer App

Delivered a web-based fitness application using React, Three.js, and TensorFlow.js for AI-powered pose detection and 3D avatar guidance.

Jay Worthy Music Video - My World (Unreal Engine)

Produced a hybrid-media music video by integrating cinematic 3D environments and animated characters with live-action footage using Unreal Engine.

Skills

Interactive & 3D

Unreal Engine • Blender • Technical Art • Shaders & Materials • WebGL • Three.js • 3D Animation & Rigging

Programming & Web

Python • JavaScript • React • Node.js • C++ • Docker • Google Cloud

AI & Automation

Generative AI • AI Agents • Automation Workflows • Google Gemini/GPT API

Languages

English (Fluent) • German (Beginner)